## Table 1: Average Temperature by Month and Region

<table>
<thead>
<tr>
<th>Temperature</th>
<th>Subarctic</th>
<th>Arctic</th>
<th>Coldest Temperature</th>
<th>Average Temperature</th>
<th>Warmest Temperature</th>
<th>Tropical</th>
</tr>
</thead>
<tbody>
<tr>
<td>-40° and lower</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-39° to -30°</td>
<td>12</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-29° to -20°</td>
<td>2, 11</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-19° to -10°</td>
<td>3, 10</td>
<td>2, 12</td>
<td>1</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-9° to 0°</td>
<td>4, 9</td>
<td>11</td>
<td>2, 12</td>
<td>1, 12</td>
<td>2, 11</td>
<td>-</td>
</tr>
<tr>
<td>1° to 9°</td>
<td>5, 8</td>
<td>3, 10</td>
<td>3, 11</td>
<td>3, 12</td>
<td>1, 12</td>
<td>-</td>
</tr>
<tr>
<td>10° to 19°</td>
<td>6</td>
<td>4, 5</td>
<td>4, 10</td>
<td>4, 11</td>
<td>2, 11</td>
<td>-</td>
</tr>
<tr>
<td>20° to 79°</td>
<td>7</td>
<td>6, 9</td>
<td>5, 9</td>
<td>5, 10</td>
<td>3, 10</td>
<td>1</td>
</tr>
<tr>
<td>80° to 89°</td>
<td>-</td>
<td>7, 8</td>
<td>6, 8</td>
<td>6, 9</td>
<td>4</td>
<td>2, 12</td>
</tr>
<tr>
<td>90° to 99°</td>
<td>-</td>
<td>-</td>
<td>7</td>
<td>7, 8</td>
<td>5, 9</td>
<td>3, 11</td>
</tr>
<tr>
<td>100° to 109°</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>6, 8</td>
<td>4, 10</td>
</tr>
<tr>
<td>110° to 119°</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>7</td>
<td>5, 9</td>
</tr>
<tr>
<td>120° to 129°</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>6, 8</td>
</tr>
<tr>
<td>130°+</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>7</td>
</tr>
</tbody>
</table>

1 Hammer, 2 Alturiak, 3 Ches, 4 Tarsakh, 5 Mirtul, 6 Kythorn, 7 Flamerule, 8 Eleasias, 9 Elient, 10 Marpenoth, 11 Uktar, 12 Nightal

## Table 2: Caravel Travel Times by Sea in Days

<table>
<thead>
<tr>
<th>From</th>
<th>Fireshear</th>
<th>Gundarlon</th>
<th>Ice Peak</th>
<th>Leilon</th>
<th>Luskan</th>
<th>Neverwinter</th>
<th>Port</th>
<th>Llast</th>
<th>Purple</th>
<th>Rocks</th>
<th>Ruathym</th>
<th>Tuern</th>
<th>Waterdeep</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fireshear</td>
<td>-</td>
<td>2</td>
<td>1</td>
<td>5½</td>
<td>1</td>
<td>4½</td>
<td>1½</td>
<td>6½</td>
<td>5</td>
<td>6½</td>
<td>6</td>
<td>6</td>
<td>6½</td>
</tr>
<tr>
<td>Gundarlon</td>
<td>2</td>
<td>-</td>
<td>2½</td>
<td>4</td>
<td>3</td>
<td>3½</td>
<td>3½</td>
<td>3</td>
<td>3½</td>
<td>4½</td>
<td>5½</td>
<td>5</td>
<td>5½</td>
</tr>
<tr>
<td>Ice Peak</td>
<td>1</td>
<td>2½</td>
<td>-</td>
<td>6½</td>
<td>2</td>
<td>5½</td>
<td>3½</td>
<td>5½</td>
<td>5½</td>
<td>5½</td>
<td>6½</td>
<td>6½</td>
<td>6½</td>
</tr>
<tr>
<td>Leilon</td>
<td>5½</td>
<td>4</td>
<td>6½</td>
<td>-</td>
<td>6</td>
<td>1</td>
<td>4½</td>
<td>6</td>
<td>5½</td>
<td>5½</td>
<td>6½</td>
<td>6½</td>
<td>6½</td>
</tr>
<tr>
<td>Luskan</td>
<td>1</td>
<td>3</td>
<td>2</td>
<td>5</td>
<td>-</td>
<td>3½</td>
<td>2</td>
<td>6</td>
<td>5½</td>
<td>5½</td>
<td>7</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>Neverwinter</td>
<td>4½</td>
<td>3½</td>
<td>5½</td>
<td>1</td>
<td>3½</td>
<td>-</td>
<td>1½</td>
<td>6½</td>
<td>5½</td>
<td>5½</td>
<td>8</td>
<td>8</td>
<td>6</td>
</tr>
<tr>
<td>Port Llast</td>
<td>1½</td>
<td>3½</td>
<td>3½</td>
<td>2½</td>
<td>1½</td>
<td>-</td>
<td>6½</td>
<td>5½</td>
<td>8</td>
<td>8</td>
<td>2½</td>
<td>7</td>
<td>11</td>
</tr>
<tr>
<td>Purple Rocks</td>
<td>6½</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>6</td>
<td>6½</td>
<td>6½</td>
<td>4</td>
<td>2½</td>
<td>-</td>
<td>10</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ruathym</td>
<td>5</td>
<td>3</td>
<td>3</td>
<td>5½</td>
<td>5</td>
<td>5½</td>
<td>4</td>
<td>-</td>
<td>7</td>
<td>5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Tuern</td>
<td>6½</td>
<td>4½</td>
<td>4½</td>
<td>8½</td>
<td>7</td>
<td>8</td>
<td>8</td>
<td>2½</td>
<td>7</td>
<td>-</td>
<td>11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Waterdeep</td>
<td>6</td>
<td>5½</td>
<td>8½</td>
<td>2</td>
<td>7</td>
<td>3</td>
<td>4½</td>
<td>10</td>
<td>5</td>
<td>11</td>
<td>-</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Table 3: Merchant Pricing

<table>
<thead>
<tr>
<th>Cost Parameter</th>
<th>Average Price/Day</th>
<th>Daily Chance for Ambush</th>
<th>Chance of Loss</th>
<th>% Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Cheap</td>
<td>5 gp/ton</td>
<td>6 in 20</td>
<td>50%</td>
<td>3d20</td>
</tr>
<tr>
<td>Inexpensive</td>
<td>10 gp/ton</td>
<td>5 in 20</td>
<td>40%</td>
<td>2d20</td>
</tr>
<tr>
<td>Moderate</td>
<td>15 gp/ton</td>
<td>4 in 20</td>
<td>30%</td>
<td>3d20</td>
</tr>
<tr>
<td>Expensive</td>
<td>20 gp/ton</td>
<td>3 in 20</td>
<td>25%</td>
<td>2d10</td>
</tr>
<tr>
<td>Very Expensive</td>
<td>25 gp/ton</td>
<td>2 in 20</td>
<td>20%</td>
<td>2d10</td>
</tr>
<tr>
<td>Extremely Costly</td>
<td>35 gp/ton</td>
<td>1 in 20</td>
<td>15%</td>
<td>2d10</td>
</tr>
</tbody>
</table>
# Table of Contents

## Introduction ........................................... 4

- Using This Book .................................. 4
- Overview ......................................... 4
- Weather ........................................... 5
  - Arctic Climate .................................. 5
  - Subarctic Climate ............................... 5
  - Temperate Climate .............................. 5
  - Inland Climates ................................ 6
- Encounters .......................................... 6
- Wildlife ........................................... 6

## History .............................................. 7

- Recent History .................................... 10
  - 1368: Year of the Banner ...................... 11
  - 1369: Year of the Gauntlet ..................... 11
  - 1370: Year of the Tankard ..................... 12

## Northern Races ..................................... 13

- Nonhumans ......................................... 13
  - Dwarves ....................................... 13
  - Elves and Half-Elves ......................... 13
  - Gnomes ......................................... 13
  - Halflings ...................................... 14
  - Half-orcs ...................................... 14
  - Lizardmen ...................................... 14
  - Orcs ........................................... 14
  - Trolls ......................................... 14
- Humans ............................................. 14
  - Ice Hunters ................................... 14
  - Northmen ...................................... 15
  - Reghedmen ..................................... 15
  - Uthgardt Barbarians ......................... 15

## Character Classes ................................. 19

## Religion ............................................. 21

- Northmen Deities ................................. 21
- Uthgardt Deities .................................. 21
- Icewind Dale Deities ......................... 22
- Ice Hunter Deities .............................. 22
  - Ice Hunter Beast Cult Shamans ............. 22
  - Specialty Priests (Iceguardians) ......... 24
- Monstrous Deities ............................... 25
- Civilized Deities ............................... 25
- Orc Deities ...................................... 25
- Shamans ......................................... 25
  - Shaman Spirit Powers ........................ 26
  - Calling Spirits ................................ 28
- Uthgar ............................................ 29
  - Uthgar’s Avatar ................................ 30
  - Other Manifestations ....................... 30
  - The Church ................................... 30
  - Specialty Priests ............................. 32
  - Uthgardt Spell ................................ 34

## Geography ........................................... 35

- Sword Mountains ................................ 35
  - Iniare’s Tower .................................. 35
  - Kryptgarden Forest ............................ 35
  - Mere of Dead Men .............................. 35
  - Helimbrar and Sar ............................. 36
  - Old Owl Well .................................. 36
  - Phandalin ...................................... 36
  - Place of the Unicorn ......................... 37
  - Southkrypt Garden ........................... 37
  - Sword Coast ................................... 37
  - Trackless Sea ................................ 37
  - Westwood ..................................... 38
- Neverwinter Woods ............................... 38
  - Berun’s Hill ................................... 38
  - Crags .......................................... 38
  - Gauntlgrym .................................... 38
  - Helm’s Hold ................................... 38
  - Morgur’s Mound ................................ 39
  - Tower of Twilight ............................. 39
- The Frozenfar .................................... 39
  - Cold Run ....................................... 39
  - Evermelt ....................................... 39
  - Frost Keep ..................................... 40
  - Gundarlun Island ............................... 40
  - Ice Lakes ...................................... 40
  - Ice Peak Island ................................ 40
  - Icewind Dale ................................... 40
  - Mines of Mirabar ............................... 41
  - Purple Rocks Islands ......................... 41
  - Raven Rock ..................................... 42
  - Rauathyn Island ................................ 42
  - Sea of Moving Ice ............................... 43
  - Spine of the World ............................. 43
  - Tuern Island .................................... 43
- Uttermost North ................................. 43
  - The Endless Ice Sea ......................... 43
  - Nchaser’s Legacy ............................... 45
  - Valley of Khedrun ............................. 45
- Frost Hills ....................................... 45
  - Castle of Illusion .............................. 45
  - Dungeon of Death .............................. 45
  - Dungeon of the Ruins ......................... 45
  - Fell Pass ....................................... 45
  - Gate ........................................... 45
  - Great Worm Cavern ............................. 45
  - Lurkwood ....................................... 45
  - Mithral Hall ................................... 46
  - Moondark Mountains ........................... 46
  - Shining White .................................. 46
- The Evermoors ................................. 46
  - Flintrock ....................................... 46
depending upon where you’re at, you hear a different version of exactly where the Savage Frontier begins and where it ends. Waterdeep considers everything east and north of the city walls the North. To Silverymoon, the North begins at their northern walls. The merchants of Calimport believe everything north of Tethyr is the Barbaric North. But by most definitions, the Savage North’s southern border is a line stretching from the coast through Daggerford and the Ruins of Dekanter to Anauroch. This area’s northern border is the Spine of the World and beyond.

The North attracts adventurers and settlers. Adventurers delve into the cavernous wreckage of dwarven and drow strongholds and explore mysterious ruins of ancient cultures, while settlers look for new and untamed lands—untouched by human footsteps—to eke out an existence untainted by laws, taxes, and the prying eyes and gossipy mouths of nosy neighbors. Wherever in Faerûn a traveler roams, each area knows the North by a different name, and these names are used interchangeably throughout this text. The terms are: the Barbaric or Barbarian North, the Barbaric Lands, the Frontier, the North, the Northern Barbarian Territory, the Savage Frontier, the Savage Coast North, the Savage North, and the Wildlands.

Using This Book

These booklets are intended to be read by DMs only, since much of this material would not be known to players and their PCs. Read the contents in its entirety before running a campaign: It describes major features of the North, details its history, and is riddled with plot ideas. In between, it looks at geography, climate, creatures, peoples, religions, politics, areas of mystery, and personalities. This book only scratches the surface of adventure opportunities. The rest is left to the most potent force in the North: the DM’s imagination.

Overview

When the average person thinks of the North, they think of a rugged land of jagged, snow-capped peaks, endless alpine forests, lawlessness, and monsters, with rich mines scattered over a lot of untamed wilderness. Before delving into this huge area in any depth, let’s begin with an overview.

Beginning in the northwest corner, we find tiny, frigid villages clinging desperately to the coastline. Icewind Dale and its neighbors of Fireshear, Ironmaster, and Hundelstone endure beyond the capacity for southern folk to imagine. In winter, these communities are bathed in 88 days of perpetual darkness; their relief comes mid-spring when the sun peaks above the horizon and brightens the sky, bringing cherished warmth and sunshine. Only during the summer months can the residents of these villages see, farther to the west across the Great Ice Sea, the Ice Peak, where a small fishing village of thick-skinned humans live. These rugged people are known for the prey they hunt every year: the huge blue whales. These beasts pass through the strait, and they give chase in kayaks.

East and north of Icewind Dale is the Endless Ice Sea, a trackless and desolate landscape ruled by glaciers, remorhaz, orcs, and goblins. This tortured land is visited only by crazed human adventurers looking for legendary sites of power and magic. East of Hundelstone, where the Iceflow plunges to the sea, the Spine of the North—the tallest peaks in Faerûn—stand like sentinels, protecting much of the Frontier from the unbearable chill of the far north. This line of mountains stretches from the Sea of Moving Ice almost to Anauroch. To the south are the temperate hardwood forests of the High Forest, Lurkwood, Moonwood, and Neverwinter Woods. Moors—the Evermoors and High Moor—dot the landscape like scattered ink upon parchment.

Along the Sword Coast, one finds the strongest elements of civilization. Here, the great trade towns of Leilon, Luskan, Neverwinter, Port Llast, and Waterdeep keep the area from falling into complete chaos. The central portion of the northern Sword Coast is underlain by several cavern systems; the Endless Caverns of the High Forest, the Underground River system of the High Moor (accessed from Dragonspear Castle far to the south), and the caverns under Mount Waterdeep that dwarves expanded into Undermountain.
As in the Western Heartlands, the region is dotted with small holds, walled cities, and tiny settlements of retired adventurers and petty lords. Some, like Loudwater and Leilon, have grown into full-fledged cities. Others, like the Herald’s Holdfast and the Lonely Tower, have perished, leaving ghostly reminders of humankind’s passage, nature’s cruelty, or the land’s savagery. The most outstanding feature of the area, however, is not natural, but artificial: the great port city of Waterdeep, by far the most important city in the North. Indeed, even though Waterdeep’s population is smaller than that of the great southern cities, the “Jewel of the North” is considered the most influential in all the western realms.

Although settled for centuries, the North still has wild areas. The Spine of the World is mined by humans and dwarves at Mirabar and by dwarves farther east, but numerous goblin holds remain. Other hilly areas also provide lairs, notably Crag, Graypeak, and the Nether Range. Several forested areas blanket the region—most are unexplored. The northern portion of the coast is best characterized by its rich mountains and evil creatures.

The North remains a land of riches: unequaled mineral wealth and seemingly endless stands of high-quality timber not found elsewhere in Faerûn. Game is plentiful, and the land is beautiful. Be warned: Danger’s lurking, and for the most part, the law of the North is written by the steel edge of a good blade.

**Weather**

To southern preconceptions, the north means endless winter—months of blizzards, ice storms, and frigid weather. Fortunately for the hardy northern folk, this isn’t always true. There’s no single type of climate or weather pattern. Beyond the Spine of the World, arctic conditions prevail. From the Spine to Waterdeep, subarctic weather is found. The coastal areas as far north as Port Llast are temperate climates, due to the warm ocean currents running along the coast. The islands fall into the subarctic climate; even distant Tuern receives the waning warmth of the coastal current. Table 1 on the inside front cover details the average temperatures by month and region for the Wildlands.

**Arctic Climate**

Arctic climate conditions dominate Icewind Dale and the Sea of Endless Ice, bringing bitterly cold winters with lows of -40° F and highs rarely exceeding 30° F. Summer brings warm days of 70° F or more, but with lows that can drop to 11-19° F. Stiff breezes off the Trackless Sea create bitter wind chills by as much as 10-20° F. Winter snowfall is heavy enough to regenerate the glacier mass dominating the Utter North. This translates to about 20-50 inches of snow accumulation each winter, but no more than a few inches each snowfall. The rest of the year, drier weather prevails.

**Subarctic Climate**

The majority of the North, including the islands and the Spine of the World, fall in a subarctic clime. Long, bitter winters typically last from mid Marpenoth to late Tarsakh, with temperatures dropping to -30° F and rarely climbing past 40° F. winters are punctuated by destructive storms howling off the western ocean, dumping mixed snow and rain on the coastline and heavy snow across the mountains and midlands. Frequent blizzards blanket the land in snow drifts (often 10 feet deep) that isolate communities from one another. In the mountains, temperatures approach arctic iciness, while the forests shrug off the worst effects of winter (some woods, like Neverwinter Wood and the southern High Forest, never feel winter at all). Rivers freeze over—with ice thick enough to support wagons and draft teams—between Uktar and early Ches.

Summers in the North are short, but temperatures climb to 80° F, which—along with high humidity and warm breezes from the southern seas—keeps it warm enough for most anyone (if not uncomfortable at times). Precipitation normally takes the form of rain, but hail, sleet, and snow are common. Summer is the time for wizard weather, when unpredictable—even magical—weather patterns occur in the vicinity of the High Forest.

The cloud cover over the North seems eternal and unbroken. Partially sunny days are common, but a day without clouds in the North is difficult to conceive and usually worth noting.

**Temperate Climate**

True temperate climate begins south of Waterdeep, yet the coast between the City of Splendors and Port Llast stays warmer and wetter throughout the year than inland regions. Southerners are surprised to find mild weather so far north, but the coast also bears the brunt of fierce storms that shriek out from the sea. Winters are warmer on average, but the coast is often subjected to damp, bone-chilling cold far worse than that felt farther inland. Summers are warmer here, with temperatures reaching 100° F or higher, but are relieved by nearly constant sea breezes. As with the inland areas, the skies over the coast are often cloudy. This stretch of coast usually receives some precipitation every day, usually as rain (or sleet in winter). Thick fog is a trademark of the coastal ports and makes hugging the shore a deadly proposition near the tiny, rocky islands north of Waterdeep.
Inland Climates

Though they fall in the scope of subarctic climate, the Ice Peak has a different type of climate than on the mainland. Like the Moonshaes, it lives at the mercy of the stormy seas. Yet unlike those southern islands, the Ice Peak feels winter’s bite eight months out the year. When not locked in ice—often a mile wide by Altruriak—it’s shrouded in dense fog. The storms lashing the island are far harsher than those on the mainland, and most settlements are wisely built on the island’s lee sides, away from “Auril’s breath” as the islanders call the bitter northwestern winds. Island summers are cool, though the southern shoreline often bakes in the summer heat.

Encounters

A dventuring in the North would be a simple matter if all one had to worry about were the denizens of some ancient crypt. Of course, it’s another matter entirely when an adventuring company arrives at some long-lost tomb exhausted and run-down from some critter they happened to meet along the way. While traveling in the Barbarian North, adventurers should always be worried about monsters attacking them. After all, in the Savage Frontier, the hunter can easily become the hunted. Refer to the back of the poster map for a list of possible encounters.

Wildlife

The wilds are a hunter’s paradise. Mundane creatures of all descriptions and sizes usually escape an adventurer’s notice, yet they are vitally important to rangers, druids, barbarians, and others who live off the land. Majestic elk wander the forests, hills, and fens, as do deer and moose. Huge herds of shaggun (shaggy bovines, use buffalo statistics) range the central plains and hills, often competing with the less aggressive domestic cattle herds for pasture while at the same time providing both food and tests of courage for the Uthgardt. In the far north, reindeer travel in thundering herds (often followed by tundra tribes), while the white-coated mountain ram commands the lofty peaks. Huge—sometimes deadly—wild boars lurk in the forests; they’re fine eating, but often at the steep price of men’s lives.

Small animals abound everywhere: rabbits, squirrels, red foxes, mice, bats, water rats, prairie dogs, beavers, weasels, and ermines. Common bird life includes game birds like the pheasant, grouse, quail, duck, and goose, and song birds are present in all shapes, colors, and sizes.

Fish is the staple of many towns. The succulent shalass—found primarily in the Dessarin network—is a brown, trout-like denizen of the Delimbyr and Unicorn Run. Each spring, salmon run up the Mirar, Neverwinter, and Dessarin to spawn. Along the coast and the islands, seals and sea lions play and breed among the rocks, as do sea otters and dolphins. Though their breeding grounds are farther south, whales are a common sight in the ocean.

Finally, there are the predators. The mountains are home to the agile red tiger, or snow cat. Wolves are almost everywhere, and bears are common in forested or mountain areas, while white polar bears stalk the Utter North. Fierce sharks and kinder killer whales patrol the seas. The North is also home to many unusual beasts as well, better known as monsters.